

## REMARKS

The Office Action dated February 21, 2008, and made final, has been carefully reviewed and the foregoing amendment has been made in consequence thereof.

Claims 1-6, 8-38, 40-73, 75, 76, and 78-92 are now pending in this application. Claims 1-38, 40-73, and 75-92 stand rejected. Claims 7 and 77 have been canceled.

The rejection of Claims 1-38, 40-73, and 75-92 under 35 U.S.C. § 112, first paragraph as failing to comply with the enablement requirement, is respectfully traversed. Specifically, the Office Action asserts that there is insufficient support the recitation of “a session identifier configured to determine if a bonus session is active based on at least one of a location of the gaming machines and a type of gaming machine” as recited in independent Claims 1, 23, and 58. Applicants respectfully traverse this assertion and submit that the above recitation is fully supported in the specification. For example, paragraph [0056] recites in relevant part that a bonus server stores “information about a bonus session . . . If there is no bonus session currently active, then no random bonus awards are to be made . . . a person skilled in the art will recognize that there can be multiple bonus sessions: for example, one each for different groups of games. Thus, there can be one bonus session for video poker, another bonus session for table blackjack, and a third bonus session for keno. Or, there can be one bonus session for video games, one bonus session for table games, and one bonus session for paper games.” Moreover, paragraph [0056] recites that “bonus sessions can be defined in ways other than by the type of game. For example, there can be a bonus session for a group of machines located in a particular area on the casino floor, even if the area includes games of different types. A bonus session can even include multiple non-contiguous areas of the casino floor, if desired....” As such, Applicants respectfully submit that a recitation of “a session identifier configured to determine if a bonus session is active based on at least one of a location of the gaming machines and a type of gaming machine” is fully and clearly described in the specification.

Accordingly, Applicants submit that Claims 1, 23, and 58 fulfill the enablement requirement of Section 112, first paragraph.

Claim 7 has been canceled. Claims 2-6 and 8-22 depend from independent Claim 1. When the recitations of Claims 2-6 and 8-22 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 2-6 and 8-22 likewise fulfill the enablement requirement of Section 112, first paragraph.

Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 depend from independent Claim 23. When the recitations of Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 are considered in combination with the recitations of Claim 23, Applicants submit that dependent Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 likewise fulfill the enablement requirement of Section 112, first paragraph.

Claim 77 has been canceled. Claims 60, 62-72, 78, 80, 81, and 92 depend from independent Claim 58. When the recitations of Claims 60, 62-72, 78, 80, 81, and 92 are considered in combination with the recitations of Claim 58, Applicants submit that dependent Claims 60, 62-72, 78, 80, 81, and 92 likewise fulfill the enablement requirement of Section 112, first paragraph.

Accordingly, for at least the reasons set forth above, Applicants respectfully request that the Section 112, first paragraph, rejection of Claims 1-38, 40-73, and 75-92 be withdrawn.

The rejection of Claims 1-23, 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, 57, 58, 60, 62-72, 77, 78, 80, 81, and 92 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent 6,146,273 to Olsen (hereinafter referred to as “Olsen”) is respectfully traversed.

Olsen describes a controller-based progressive gaming system that includes a controller (200) and a plurality of gaming machines (G) coupled together via a network (202). The controller (200) randomly chooses a bonus mode activation trigger, which when satisfied, enables a bonus mode time period. The activation trigger is selected to be a value between a high limit value and a low limit value. A current value is tracked in relation to the high and low limit values and the trigger. The current value is adjusted for each new wager made by a player and/or payout made to a player. During the bonus mode time period, bonus

jackpots are made to one or more eligible machines (G), wherein each bonus jackpot is paid to a random winning eligible gaming machine (G). Each time a game is played on a gaming machine (G), the gaming machine (G) generates a play start signal (S) that is delivered to the controller (200). A timer function (350) causes the bonus mode time period to time out after a predetermined time period has elapsed after the game start (S). During the bonus mode time period, the player is eligible to win a bonus jackpot. If the player does not cause the gaming machine (G) to generate another play start signal (S), the player becomes ineligible. Notably, Olsen does not describe nor suggest a session identifier configured to determine if a bonus session is active based on a location of the gaming machine and/or a type of the gaming machine.

Applicants respectfully traverse the assertions on page 4 of the Office Action with respect to Olsen that “in order for the system to function, there must inherently be some software, determining step or means to identify the players that are in the bonus session (eligible for bonus award) based on their location/type or else the system of Olsen would not be able to perform its intended purpose” and that “Olsen teaches an addressable system that gives each machine a unique identifier akin to an address which inherently corresponds to their location.” The MPEP at § 2112 recites that “[t]he fact that a certain result or characteristic may occur or be present in the prior art is not sufficient to establish the inherency of that result or characteristic.” (Emphasis in original). Rather, “the examiner must provide a basis in fact and/or technical reasoning to reasonably support the determination that the allegedly inherent characteristic necessarily flows from the teachings of the applied prior art.” (MPEP § 2112 (quoting *Ex parte Levy*, 17 USPQ2d 1461, 1464 (Bd. Pat. App. & Int. 1990) (emphasis in original)). Applicants respectfully submit that the assertion of inherency is not proper because the Examiner has not provided any basis in fact and/or technical reasoning to support that the assertion that the recitations of the presently pending claims necessarily flows from the teachings of Olsen, nor has the Examiner provided any basis in fact and/or technical reasoning to support the assertion that Olsen inherently meets the limitations of the presently pending claims.

Only after the Examiner presents evidence and/or reasoning tending to show inherency in a reference appearing to be substantially identical to the claimed invention does the burden shift to the Applicant to show an unobvious difference. MPEP § 2112. However, Applicants respectfully submit that the allegedly inherent teachings do not necessarily flow from the teachings of Olsen. More specifically, Olsen describes at column 13, lines 28-36 that each gaming machine includes a DIP switch that provides a unique code to identify the gaming machine to a bonus controller. However, the unique code is merely an identifier of the gaming machine that is provided to the controller in order to identify the machine from which a message is received and to which a message is destined, but such identifiers do not act as a locator of the gaming machine. As such, it is not inherent that the unique identifier of each gaming machine corresponds to a location of the gaming machine. Accordingly, Olsen does not describe nor suggest a session identifier configured to determine if a bonus session is active based on a location of the gaming machine and/or a type of the gaming machine.

Claim 1 recites a system for awarding a random bonus award, wherein the system comprises “a session identifier configured to determine if a bonus session is active based on at least one of a location of the gaming machine and a type of the gaming machine . . . a selector configured to select a bonus award at random from the set of bonus awards if the session identifier indicates that the bonus session is active....”

Olsen does not describe nor suggest a system for awarding a random bonus award, as is recited in Claim 1. More specifically, Olsen does not describe nor suggest a session identifier configured to determine if a bonus session is active based on a location of the gaming machine and/or a type of the gaming machine, and a selector configured to select a bonus award at random from the set of bonus awards if the session identifier indicates that the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Olsen.

Claim 7 has been canceled. Claims 2-6 and 8-22 depend from independent Claim 1. When the recitations of Claims 2-6 and 8-22 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 2-6 and 8-22 likewise are patentable over Olsen.

Claim 23 recites a method for awarding a random bonus award, wherein the method comprises “determining that a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . selecting a bonus award at random from a set of bonus awards including at least two bonus awards if the bonus session is determined to be active....”

Olsen does not describe nor suggest a method for awarding a random bonus award, as is recited in Claim 23. More specifically, Olsen does not describe nor suggest determining that a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and selecting a bonus award at random from a set of bonus awards if the bonus session is determined to be active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period.

Accordingly, for at least the reasons set forth above, Claim 23 is submitted to be patentable over Olsen.

Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 depend from independent Claim 23. When the recitations of Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 are considered in combination with the recitations of Claim 23, Applicants submit that dependent Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 likewise are patentable over Olsen.

Claim 58 recites a computer-readable medium containing a program to award a random bonus award, wherein the computer-readable medium comprises “software to determine whether a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . software to select a bonus award at random from a set of bonus awards if the bonus session is active....”

Olsen does not describe nor suggest a program to award a random bonus award, as is recited in Claim 58. More specifically, Olsen does not describe nor suggest software to determine whether a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and software to select a bonus award at random from a set of bonus awards if the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period.

Accordingly, for at least the reasons set forth above, Claim 58 is submitted to be patentable over Olsen.

Claim 77 has been canceled. Claims 60, 62-72, 78, 80, 81, and 92 depend from independent Claim 58. When the recitations of Claims 60, 62-72, 78, 80, 81, and 92 are considered in combination with the recitations of Claim 58, Applicants submit that dependent Claims 60, 62-72, 78, 80, 81, and 92 likewise are patentable over Olsen.

For at least the reasons set forth above, Applicants respectfully request that the Section 102 rejection of Claims 1-23, 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, 57, 58, 60, 62-72, 77, 78, 80, 81, and 92 be withdrawn.

The rejection of Claims 1-23, 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, 57, 58, 60, 62-72, 77, 78, 80, 81, and 92 under 35 U.S.C. § 103(a) as being unpatentable over Olsen in view of U.S. Patent 6,773,345 to Walker, et al. (hereinafter referred to as “Walker”) is respectfully traversed.

Olsen is described above. Walker describes a method for operating a lottery gaming system (100), wherein the system (100) includes a lottery server (300) and a plurality of player devices (150). Each time a player requests that a player device (150A) reveal an outcome as determined by the server (300), the server (300) determines whether the outcome includes an occurrence of a bonus symbol. If the server (300) determines that the outcome includes an occurrence of the bonus symbol, a running count of occurrences is updated accordingly. The server (300) then determines whether any of the occurrences of the bonus symbol included in the running count have expired. The server (300) then updates the running count of occurrences to remove any expired occurrences of the bonus symbol. If the running count of occurrences is equal to or greater than a predefined number of required occurrences, the player is provided with a bonus at the player device (150A). Notably, Walker does not describe nor suggest a session identifier configured to determine if a bonus session is active based on a location of the gaming machine and/or a type of the gaming machine.

Claim 1 recites a system for awarding a random bonus award, wherein the system comprises “a session identifier configured to determine if a bonus session is active based on at least one of a location of the gaming machine and a type of the gaming machine . . . a selector configured to select a bonus award at random from the set of bonus awards if the session identifier indicates that the bonus session is active....”

No combination of Olsen and Walker, considered alone or in combination, describes nor suggests a system for awarding a random bonus award, as is recited in Claim 1. More specifically, no combination of Olsen and Walker, considered alone or in combination, describes nor suggests a session identifier configured to determine if a bonus session is active based on a location of the gaming machine and/or a type of the gaming machine, and a selector configured to select a bonus award at random from the set of bonus awards if the session identifier indicates that the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the

gaming machine to generate another play start signal before the end of the bonus mode time period, and Walker merely describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Olsen in view of Walker.

Claim 7 has been canceled. Claims 2-6 and 8-22 depend from independent Claim 1. When the recitations of Claims 2-6 and 8-22 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 2-6 and 8-22 likewise are patentable over Olsen in view of Walker.

Claim 23 recites a method for awarding a random bonus award, wherin the method comprises “determining that a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . selecting a bonus award at random from a set of bonus awards including at least two bonus awards if the bonus session is determined to be active....”

No combination of Olsen and Walker, considered alone or in combination, describes nor suggests a method for awarding a random bonus award, as is recited in Claim 23. More specifically, no combination of Olsen and Walker, considered alone or in combination, describes nor suggests a method that includes determining that a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and selecting a bonus award at random from a set of bonus awards if the bonus session is determined to be active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, and Walker merely describes a lottery server that determines if a player is eligible for a bonus based on whether a running

count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol.

Accordingly, for at least the reasons set forth above, Claim 23 is submitted to be patentable over Olsen in view of Walker.

Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 depend from independent Claim 23. When the recitations of Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 are considered in combination with the recitations of Claim 23, Applicants submit that dependent Claims 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, and 57 likewise are patentable over Olsen in view of Walker.

Claim 58 recites a computer-readable medium containing a program to award a random bonus award, wherein the computer-readable medium comprises “software to determine whether a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . software to select a bonus award at random from a set of bonus awards if the bonus session is active....”

No combination of Olsen and Walker, considered alone or in combination, describes nor suggests a program to award a random bonus award, as is recited in Claim 58. More specifically, no combination of Olsen and Walker, considered alone or in combination, describes nor suggests software to determine whether a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and software to select a bonus award at random from a set of bonus awards if the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, and Walker merely describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol.

Accordingly, for at least the reasons set forth above, Claim 58 is submitted to be patentable over Olsen in view of Walker.

Claim 77 has been canceled. Claims 60, 62-72, 78, 80, 81, and 92 depend from independent Claim 58. When the recitations of Claims 60, 62-72, 78, 80, 81, and 92 are considered in combination with the recitations of Claim 58, Applicants submit that dependent Claims 60, 62-72, 78, 80, 81, and 92 likewise are patentable over Olsen in view of Walker.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 1-23, 25, 27-37, 42, 43, 45, 46, 48, 49, 51-54, 57, 58, 60, 62-72, 77, 78, 80, 81, and 92 be withdrawn.

The rejection of Claims 24, 26, 38, 40, 41, 44, 47, 55, 56, 59, 61, 73, 75, 76, 79, 82, 90, and 91 under 35 U.S.C. § 103(a) as being unpatentable over Olsen in view of Walker, and further in view of U.S. Patent Publication No. 2002/0187834 to Rowe, et al. (hereinafter referred to as “Rowe”) is respectfully traversed.

Olsen and Walker are described above. Rowe describes a system (40) for monitoring game play, wherein the system (40) includes a host (44) that stores, manipulates, and/or displays collected data. Game play information is used to update a player profile with play and/or reward information, for example. Player activities may also be associated with points that are accumulated according to, for example, the type of game played, a length of play, and/or an amount of money won or lost by the player.

Claim 23 recites a method for awarding a random bonus award, wherein the method comprises “determining that a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . selecting a bonus award at random from a set of bonus awards including at least two bonus awards if the bonus session is determined to be active....”

No combination of Olsen, Walker, and Rowe, considered alone or in combination, describes nor suggests a method for awarding a random bonus award, as is recited in Claim 23. More specifically, no combination of Olsen, Walker, and Rowe, considered alone or in

combination, describes nor suggests a method that includes determining that a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and selecting a bonus award at random from a set of bonus awards if the bonus session is determined to be active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, Walker describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol, and Rowe describes a system for use in monitoring player activities, thereby enabling the system to award points to a player profile based on the player activities.

Accordingly, for at least the reasons set forth above, Claim 23 is submitted to be patentable over Olsen in view of Walker, and further in view of Rowe.

Claims 24, 26, 38, 40, 41, 44, 47, 55, and 56 depend from independent Claim 23. When the recitations of Claims 24, 26, 38, 40, 41, 44, 47, 55, and 56 are considered in combination with the recitations of Claim 23, Applicants submit that dependent Claims 24, 26, 38, 40, 41, 44, 47, 55, and 56 likewise are patentable over Olsen in view of Walker, and further in view of Rowe.

Claim 58 recites a computer-readable medium containing a program to award a random bonus award, wherein the computer-readable medium comprises “software to determine whether a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . software to select a bonus award at random from a set of bonus awards if the bonus session is active....”

No combination of Olsen, Walker, and Rowe, considered alone or in combination, describes nor suggests a program to award a random bonus award, as is recited in Claim 58. More specifically, no combination of Olsen, Walker, and Rowe, considered alone or in

combination, describes nor suggests software to determine whether a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and software to select a bonus award at random from a set of bonus awards if the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, Walker describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol, and Rowe describes a system for use in monitoring player activities, thereby enabling the system to award points to a player profile based on the player activities.

Accordingly, for at least the reasons set forth above, Claim 58 is submitted to be patentable over Olsen in view of Walker, and further in view of Rowe.

Claims 59, 61, 73, 75, 76, 79, 82, 90, and 91 depend from independent Claim 58. When the recitations of Claims 59, 61, 73, 75, 76, 79, 82, 90, and 91 are considered in combination with the recitations of Claim 58, Applicants submit that dependent Claims 59, 61, 73, 75, 76, 79, 82, 90, and 91 likewise are patentable over Olsen in view of Walker, and further in view of Rowe.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 24, 26, 38, 40, 41, 44, 47, 55, 56, 59, 61, 73, 75, 76, 79, 82, 90, and 91 be withdrawn.

The rejection of Claims 50 and 85 under 35 U.S.C. § 103(a) as being unpatentable over Olsen in view of Walker, and further in view of U.S. Patent Publication No. 2002/0042294 to Pau, et al. (hereinafter referred to as “Pau”) is respectfully traversed.

Olsen and Walker are describe above. Pau describes a game machine (10) that includes a video display unit (14) that displays to the player a choice of two or more prize sets, from which a prize is randomly drawn. The prize sets are presented on segments of wheels (50, 52, and 54) that simulate spinning before stopping randomly on a segment that defines the prize outcome won by the player.

Claim 23 recites a method for awarding a random bonus award, wherein the method comprises “determining that a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . selecting a bonus award at random from a set of bonus awards including at least two bonus awards if the bonus session is determined to be active....”

No combination of Olsen, Walker, and Pau, considered alone or in combination, describes nor suggests a method for awarding a random bonus award, as is recited in Claim 23. More specifically, no combination of Olsen, Walker, and Pau, considered alone or in combination, describes nor suggests a method that includes determining that a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and selecting a bonus award at random from a set of bonus awards if the bonus session is determined to be active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, Walker describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol, and Pau merely describes presenting prize sets on a series of wheels that simulate spinning before stopping randomly on a segment that defines the prize outcome won by a player.

Accordingly, for at least the reasons set forth above, Claim 23 is submitted to be patentable over Olsen in view of Walker, and further in view of Pau.

Claim 50 depends from independent Claim 23. When the recitations of Claim 50 are considered in combination with the recitations of Claim 23, Applicants submit that dependent Claim 50 likewise is patentable over Olsen in view of Walker, and further in view of Pau.

Claim 58 recites a computer-readable medium containing a program to award a random bonus award, wherin the computer-readable medium comprises “software to determine whether a bonus session is active based on at least one of a location of a gaming machine and a type of the gaming machine . . . software to select a bonus award at random from a set of bonus awards if the bonus session is active....”

No combination of Olsen, Walker, and Pau, considered alone or in combination, describes nor suggests a program to award a random bonus award, as is recited in Claim 58. More specifically, no combination of Olsen, Walker, and Pau, considered alone or in combination, describes nor suggests software to determine whether a bonus session is active based on a location of a gaming machine and/or a type of the gaming machine, and software to select a bonus award at random from a set of bonus awards if the bonus session is active. Rather, Olsen describes a gaming machine that, at the start of each play, generates a play start signal that causes a bonus mode time period to begin, wherein during the bonus mode time period the player is eligible to win a bonus jackpot, and wherein the player becomes ineligible if the player does not cause the gaming machine to generate another play start signal before the end of the bonus mode time period, Walker describes a lottery server that determines if a player is eligible for a bonus based on whether a running count of occurrences of a bonus symbol displayed on a player device is equal to or greater than a predefined number of required occurrences of the bonus symbol, and Pau merely describes presenting prize sets on a series of wheels that simulate spinning before stopping randomly on a segment that defines the prize outcome won by a player.

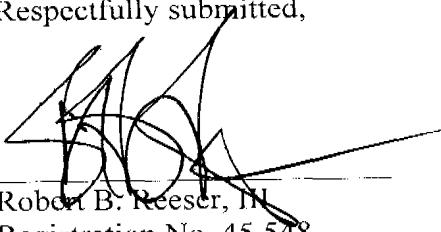
Accordingly, for at least the reasons set forth above, Claim 58 is submitted to be patentable over Olsen in view of Walker, and further in view of Pau.

Claim 85 depends from independent Claim 58. When the recitations of Claim 85 are considered in combination with the recitations of Claim 58, Applicants submit that dependent Claim 85 likewise is patentable over Olsen in view of Walker, and further in view of Pau.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 50 and 85 be withdrawn.

In view of the foregoing amendment and remarks, all the claims now active in this application are believed to be in condition for allowance. Reconsideration and favorable action is respectfully solicited.

Respectfully submitted,

  
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